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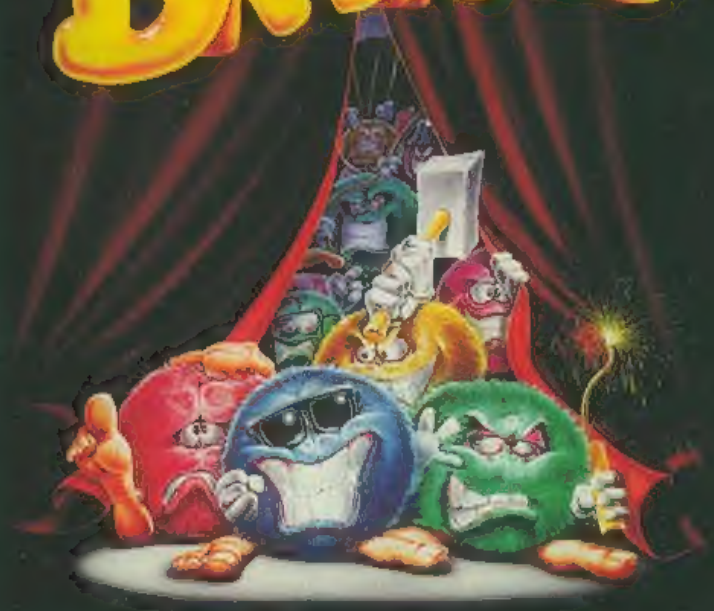
THE BRAINIES™



INSTRUCTION BOOKLET

TITUS SOFTWARE CORP.
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KIDS TO ADULTS
AGES 6+

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Story

You've probably heard of blobs, smogulls, smurts or the famous glurk. Now meet the even more repulsive, and horrible, Brainies!! They are round, fluffy monsters made by Game Master I-Ku. The Brainies live only to create chaos and universal disorder. There's only one person who can neutralize them, and there's only one way, by placing these monsters on sleeping pads, so use your brain... good luck!

To start the game

1 Make sure the power switch is **OFF**.

2 Carefully insert the Brainies Game Pak in the Super Nintendo Entertainment System.

3 Turn the power switch **ON**.

To begin a new game, press the **START** button during the title page.
To continue the game from a level you have already reached, press the **SELECT** button during the title page and enter a PassBrain (See the PassBrain section.)

The Controls

At the beginning of each level, you have a birds-eye up view of the board, this helps you visualize the game. To play, you must turn on the 3-D mode of the board by pressing **A**, **B** or **SELECT**.

You can then select the Brainie you wish to move by placing the square cursor on it and pressing button **A** or **B**. (When the cursor is visible, you are in the cursor mode.)

Once you have activated a Brainie, it won't stop until it reaches a wall or another Brainie. To drop it, you must press **Button A** or **B** again. The cursor will appear so that you can pick up another Brainie.

When you are in the cursor mode, you can make the Brainie go faster by pressing **Button X** or **Y**.

To pause the game, press **SELECT** in the 3-D mode, the timer will stop but the Brainies will disappear from the board.

In the cursor mode, pressing **Button L** describes the location of the cursor. For example, you will be told if the cursor is on a bomb, a lock, a free lane, etc...

To quit the current level, press **L** & **R** simultaneously.

Control Pad

R :	Describes the location of the cursor
R + L :	Restarts current level (you lose the level)
SELECT :	Switches 2D / 3D view mode
START :	Pauses the game in the 3D mode
A, B :	To catch or drop a Brainie
X, Y :	Increases cursor speed
PAD :	Moves the cursor or the Brainie The cursor is used to select the Brainie you wish to move, and also where you want him to go.

Objects

As you progress through the game, you will discover new objects that serve different purposes. You must either use these objects to your advantage, or avoid them altogether.

Arrows:
Forces the direction of all Brainies

Bumper:
Reverses the direction of all Brainies.

Transporter:
Teleports you to other transporters of the same color. (The transporter must match the color of the Brainie.)

Lock:
Blocks all Brainies of other colors.
A Brainie of matching color destroys the lock.

Bomb:
Explodes when touched by a Brainie of the same color.

Objects

Clock:
Adds 30 seconds to the timer.

Heart:
Doubles the remaining time.

Joker:
Saves a Brainie from an explosion.

Sleepers:
Each Brainie has his own platform.You can always remove a Brainie from here if you need to.

When you lose the game, depending on the level you have reached, a secret code or PassBrain appears on the screen. (Six Brainies of different colors.)

PassBrain

You can start the game at a level you have already reached by entering the PassBrain. Press **SELECT** at the beginning of the game and enter the code. To select a specific color, press **Buttons A, B, X** or **Y**.

A = Red
B = Yellow
X = Blue
Y = Green

Examples:
Level 5
BYRGYR Blue, Yellow, Red, Green, Yellow, Red.

Level 10
RGRRRY Red, Green, Red, Red, Red, Yellow.

Note:
Since the PassBrain system functions every 5 levels, you will begin again at the beginning of a group of five levels when using a PassBrain, and not necessarily at the level where you lost.
Example: If you lost at level 17 and use a PassBrain, the game will start again at level 15.

Top Secret Codes

Enter the PassBrains for every level you reach:

Levels	PassBrains
Level 5	B Y R G Y R
Level 10	R G R R R Y
Level 15	
Level 20	
Level 25	
Level 30	
Level 35	
Level 40	
Level 45	
Level 50	
Level 55	
Level 60	
Level 65	
Level 70	
Level 75	
Level 80	
Level 85	
Level 90	
Level 95	

Notes

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